ROCK RAIDERS:

Control mouse & Keyboard

Every major command should be accessible as a mouse click and a keyboard short cut.
Select a unit
      Left mouse click on the unit.

Selecting a unit
      The stats panel will display the selected units

* Name
* Unit type
      The stats panel will have icons to allow the user to select other stats, and sort and display the
stats in different ways.

Unit types

Each unit is from a unit type which has the main variables for that unit type.
E.G. Big trucks are slow, they can't move on water, the max number of crystals that it can carry.

Individual Variables

Each unit then has its own individual variables, that are unique to that particular unit.
E.G. It's position X,Y & Z, Its current speed and direction, how many crystals it is currently carrying.

AI routines

Presentation

There are a number of general rules of presentation which we will try to keep to, to the game has a
uniform, look and feel, which the player will find more intuitive.

This applies to Icons and text and is in **all** sections; intro, tutorial, in game, network set up etc.

      Continue, start, next   at the BOTTOM RIGHT of the screen / menu
      Return, Quit, backwards   at the BOTTOM LEFT of the screen / menu

Menu screen should always have the option of cancel or quit, and not just YES / NO.
Any major game decisions should need confirmation first. Eg QUIT GAME, OVERWRITE

Tutorials

Collect crystals
A cave has been located with power crystals just lying in the open, beam down your men, build a
teleporter and bring six crystals back.

Basic key-press and mouse use instructions.
Different Lego men types – who is good at what.
Collect Crystals
Collect Ore
Tunnelling , men and Vehicles
Show how different terrain types affect move speed. Men and Vehicles
Build some buildings

Where can they be built
Cost of building
Progression of buildings – upgrades and dependencies
Build some Vehicles – how are these used. Advantages and disadvantages
Move speeds
Terrain types